ENTER THE COMIC ZONE WITH YOUR SEGA FAVOURITES!

No. 30 July 22nd 1994

Britain's OFFICIAL SEGA COMIC

£1.10 Every Fortnight

Sonic the comic

starring SONIC THE HEDGEHOG™

SEA OF RAGE!

SKATES DEMANDS VENGEANCE!

PLUS!

PIRATE STC

TAILS

NEWS • REVIEWS • CHARTS • THE Q-ZONE AND MORE!

STC Archive

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!
This issue of STC sees the explosive ending to Skates' story in **Streets of Rage,** but don't fret! This top-rated series will be back with more action soon!

Meanwhile, **Sonic** encounters the deadly Metamorphia and **Tails** continues his hunt for kidnapped cubs Jilly and Jimmy ... or should that be cubnapped kids? Either way, **Tails** also finds time to pop-up in **Sonic's** strip. Don't ask me how, I'm just the Megadroid around here!

As ever, complementing your turbo-charged Sega strips are my special features: **Review Zone, News Zone, Q Zone,** and Speedlines. Plus a little something to brighten up your walls, a superb pin-up featuring Sonic and Tails. What more could a Boomer want? What you do mean you could do with another new series? Huh, some humes! Well, fortunately for all you lot there's a monster of a strip waiting to take the field in STC 31. Yes, STC has teamed-up with Electronic Arts to bring you **Mutant League,** the ultimate in sporting action! Check out the back of this issue for further details, but not until you've scanned the mega-tastic quality in between!

Megadroid

Keep On Busing

The two Sega mobile computer game Buses continue their tour, delighting Boomers the length and breadth of the U.K. with offerings of the latest hardware and software.

It is advisable to check the following venues in advance in the event of last minute changes and check local press for additional dates. The Sega buses are also scheduled to visit selected Haven and Pontins holiday camps during the summer months. If you do get to check out the latest hi-tech equipment, don't forget to mention that STC sent you and watch out for further tour dates in forthcoming Control Zones.

SEGA BUS TOUR DATES:

9 & 10 July:
Bexley Show
Wirral Show

16 & 17 July:
Birmingham Show
Durham County Show

19, 20, 21 July:
East of England Show

23 July:
International Air Tattoo

23 & 24 July:
Royal Lancs Show

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The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · RE re-entry · new new entry

ELSPA CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	new	VIRTUA RACING
2	▼	FIFA INTERNATIONAL SOCCER
3	—	PGA EUROPEAN TOUR GOLF
4	▼	SONIC THE HEDGEHOG 3
5	new	RYAN GIGGS WORLD CLASS SOCCER
6	▲	MICRO MACHINES
7	RE	COOL SPORT
8	▼	SENSIBLE SOCCER
9	▼	NBA JAM
10	—	ROAD RASH 2

MEGA-CD

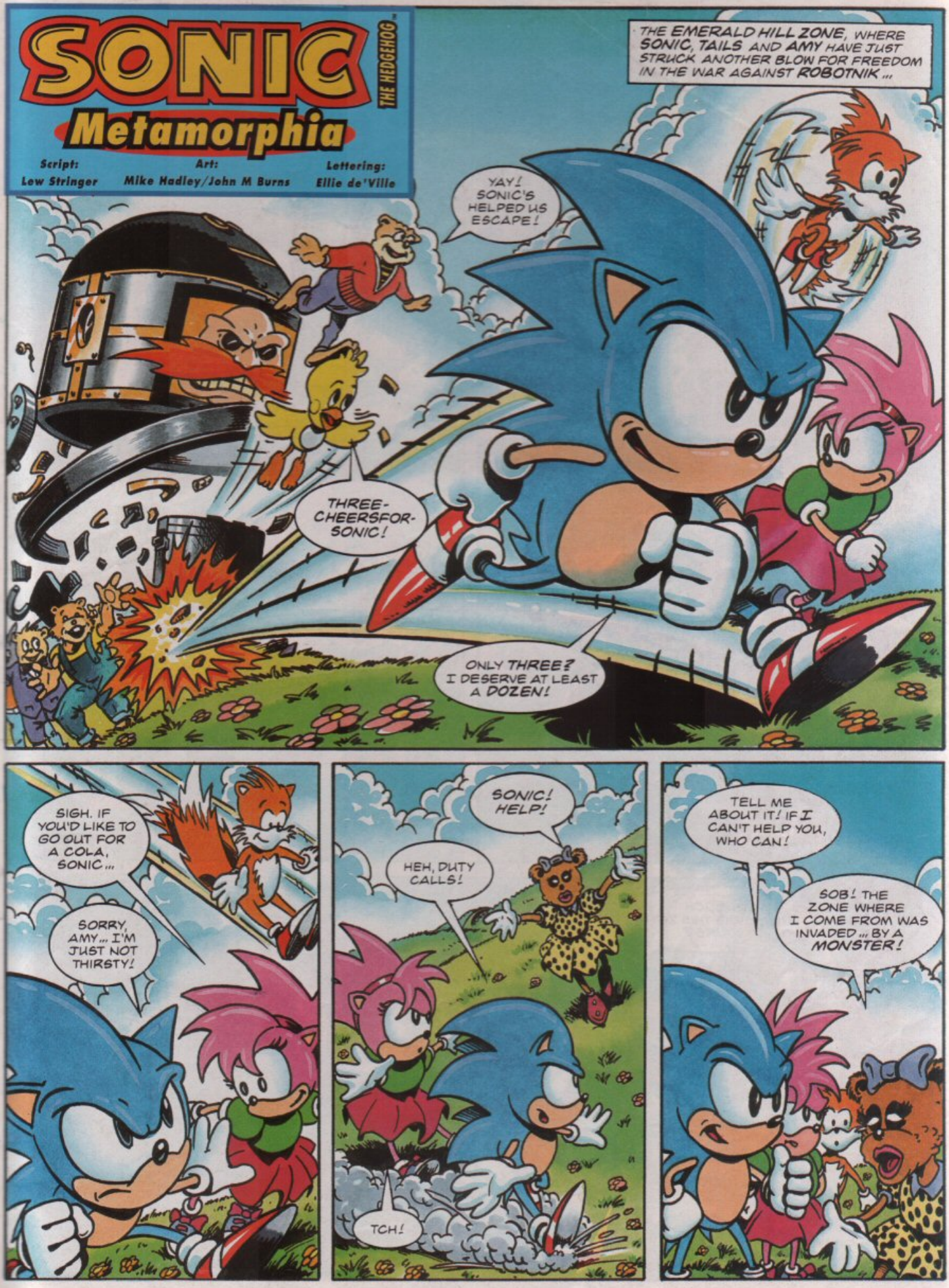
1	—	GROUND ZERO TEXAS
2	▲	LETHAL ENFORCERS
3	RE	SONIC CD
4	RE	TIME GAL
5	RE	BLACK HOLE ASSAULT
6	▼	WWF RAGE IN THE CAGE
7	new	CHUCK ROCK
8	▼	NIGHT TRAP
9	RE	SHERLOCK HOLMES
10	RE	MICROCOSM

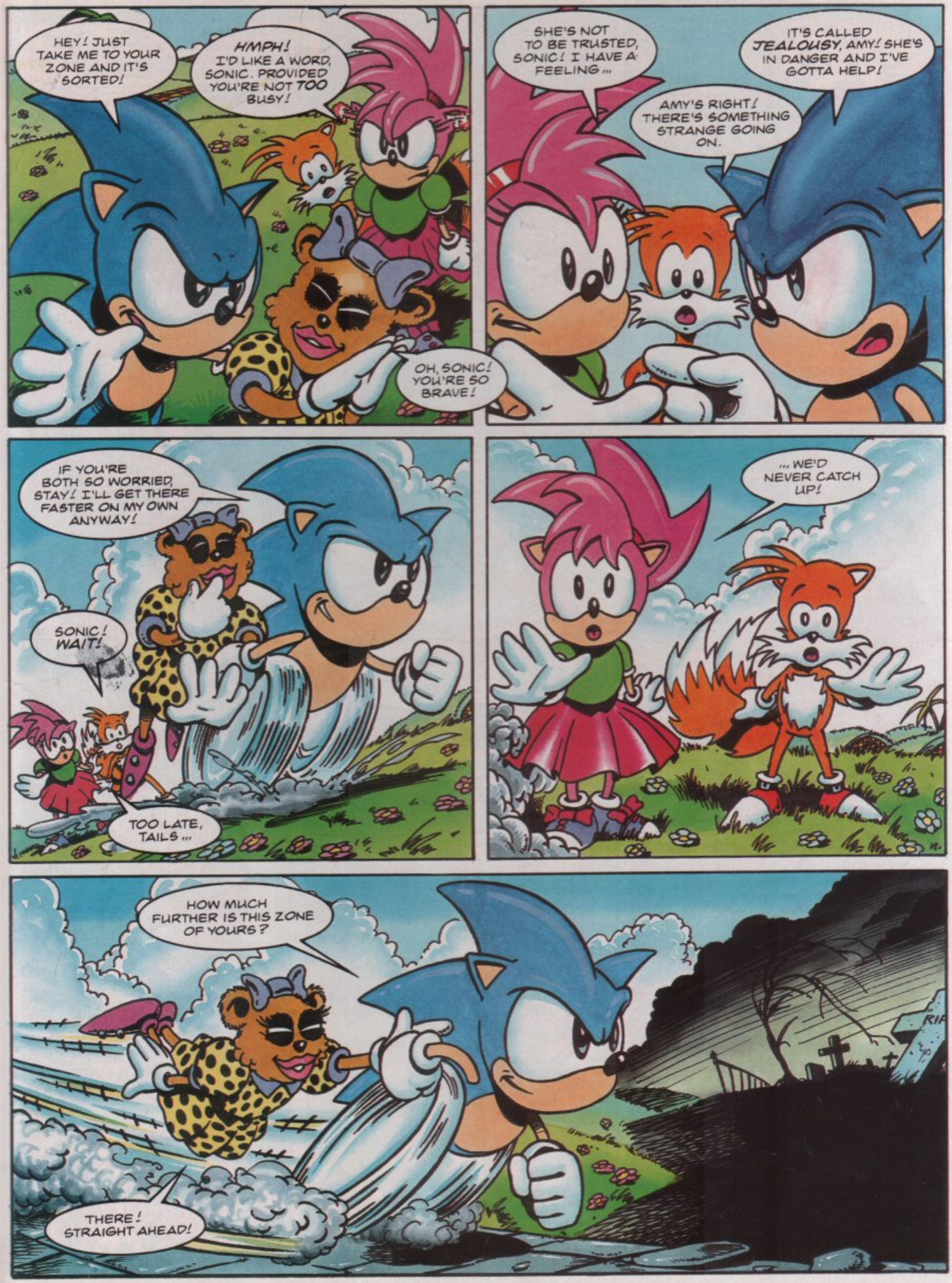
MASTER SYSTEM

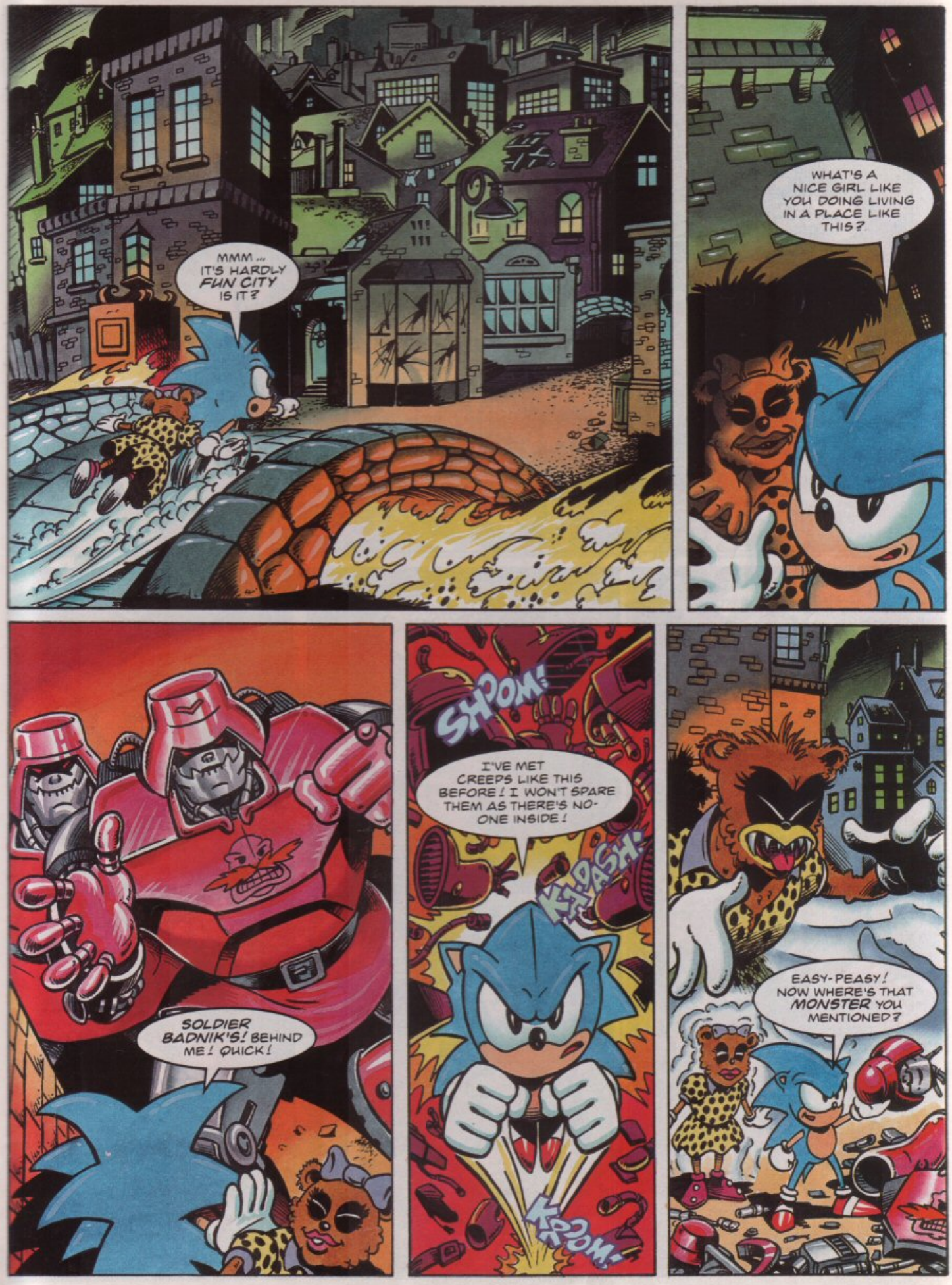
1	RE	JUNGLE BOOK
2	—	SONIC CHAOS
3	new	STRIDER
4	RE	THE SIMPSONS
5	RE	SHINOBI
6	▼	WORLD CLASS LEADERBOARD
7	RE	DESRT STRIKE
8	new	WONDERBOY 3
9	RE	THE NINJA
10	▼	MORTAL KOMBAT

GAME GEAR

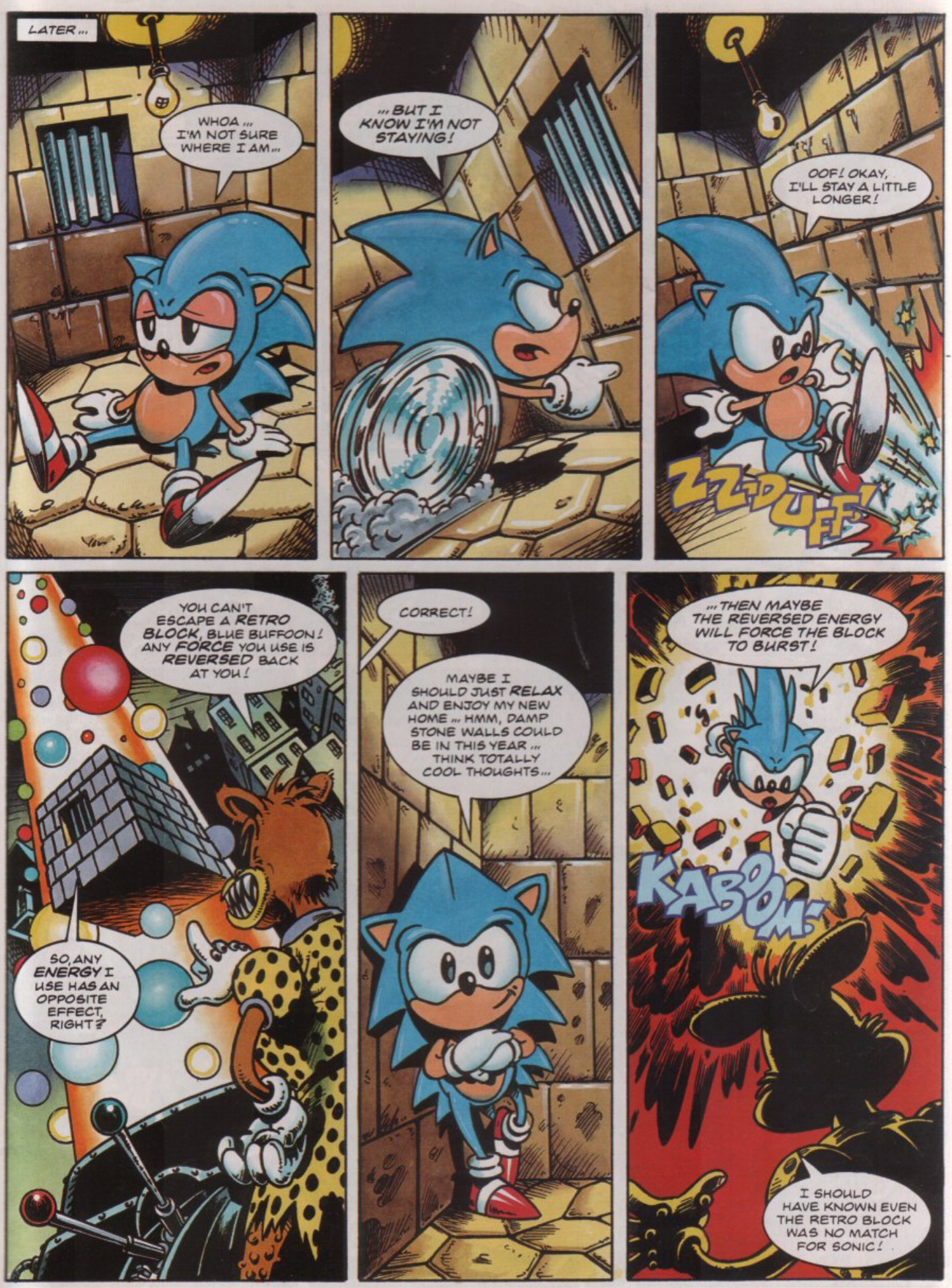
1	▲	MICRO MACHINES
2	▲	JUNGLE BOOK
3	▼	NBA JAM
4	▲	SONIC THE HEDGEHOG 2
5	▼	SONIC CHAOS
6	▲	PGA TOUR GOLF
7	RE	DESERT STRIKE
8	RE	SPIDER-MAN
9	new	STAR WARS
10	RE	SUPERSPACE INVADERS

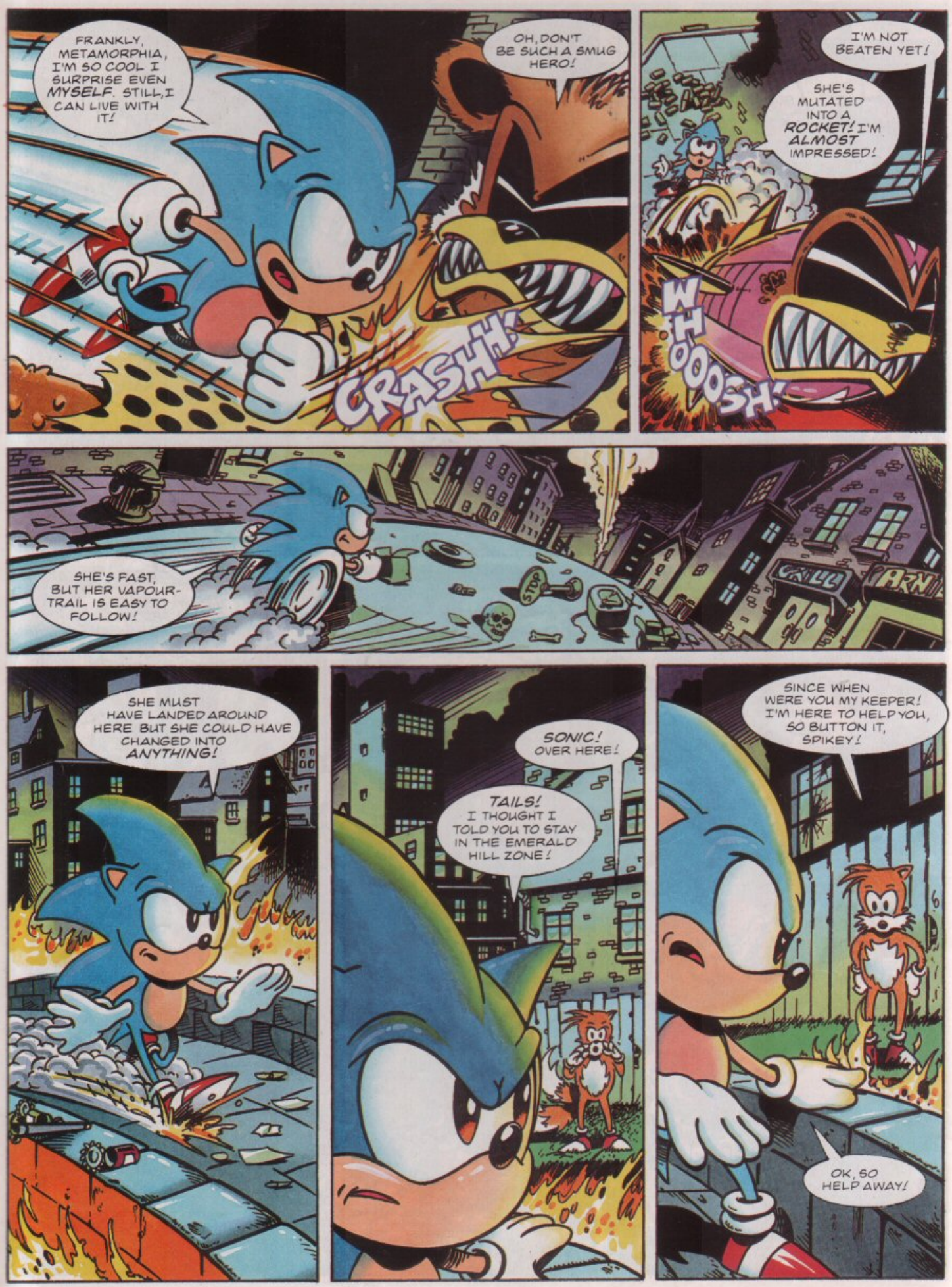

SONIC
THE HEDGEHOG
Metamorphia
Script: Lew Stringer
Art: Mike Hadley/John M Burns
Lettering: Ellie de'Ville
THE EMERALD HILL ZONE, WHERE SONIC, TAILS AND AMY HAVE JUST STRUCK ANOTHER BLOW FOR FREEDOM IN THE WAR AGAINST ROBOTNIK ...
YAY! SONIC'S HELPED US ESCAPE!
THREE-CHEERSFOR-SONIC!
ONLY THREE? I DESERVE AT LEAST A DOZEN!
SIGH. IF YOU'D LIKE TO GO OUT FOR A COLA, SONIC ...
SORRY, AMY ... I'M JUST NOT THIRSTY!
SONIC! HELP!
HEH, DUTY CALLS!
TCH!
TELL ME ABOUT IT! IF I CAN'T HELP YOU, WHO CAN!
SOB! THE ZONE WHERE I COME FROM WAS INVADED ... BY A MONSTER!


HEY! JUST TAKE ME TO YOUR ZONE AND IT'S SORTED!
HMPH! I'D LIKE A WORD, SONIC. PROVIDED YOU'RE NOT TOO BUSY!
OH, SONIC! YOU'RE SO BRAVE!
SHE'S NOT TO BE TRUSTED, SONIC! I HAVE A FEELING...
IT'S CALLED JEALOUSY, AMY! SHE'S IN DANGER AND I'VE GOTTA HELP!
AMY'S RIGHT! THERE'S SOMETHING STRANGE GOING ON.
IF YOU'RE BOTH SO WORRIED, STAY! I'LL GET THERE FASTER ON MY OWN ANYWAY!
SONIC! WAIT!
TOO LATE, TAILS...
...WE'D NEVER CATCH UP!
HOW MUCH FURTHER IS THIS ZONE OF YOURS?
THERE! STRAIGHT AHEAD!


MMM... IT'S HARDLY FUN CITY IS IT?
WHAT'S A NICE GIRL LIKE YOU DOING LIVING IN A PLACE LIKE THIS?
SOLDIER BADNIK'S! BEHIND ME! QUICK!
SHOOM!
I'VE MET CREEPS LIKE THIS BEFORE! I WON'T SPARE THEM AS THERE'S NO-ONE INSIDE!
KRASH!
KROOM!
EASY-PEASY! NOW WHERE'S THAT MONSTER YOU MENTIONED?

OH, SO YOU'VE CHANGED INTO SOMETHING MORE COMFORTABLE!
I'M RIGHT HERE!
FWAMM!
TAILS AND AMY WERE RIGHT! YOU'RE NOT SUCH A NICE GIRL AFTER ALL!
I AM METAMORPHIA! I CAN MUTATE INTO ANY FORM I CHOOSE! WELCOME TO MY ABODE — OTHERWISE KNOWN AS THE GRIM ZONE!
FOOM!
... AND WELCOME TO YOUR DEATH!
COUGH! SHE'S A GAS!
CRASH!
METAMORPHIA TO DOCTOR ROBOTNIK! AS PLANNED, SONIC IS DEFEATED! HAHAHAHA!
EGG-CELLENT WORK, NOW IMPRISON HIM UNTIL I ARRIVE ...
... TO EGG-SACT MY FINAL REVENGE ON THE CURSED BLUE HEDGEHOG!


LATER...
WHOA... I'M NOT SURE WHERE I AM...
...BUT I KNOW I'M NOT STAYING!
OOF! OKAY, I'LL STAY A LITTLE LONGER!
ZZ-DUFF!
YOU CAN'T ESCAPE A RETRO BLOCK, BLUE BUFFOON! ANY FORCE YOU USE IS REVERSED BACK AT YOU!
SO, ANY ENERGY I USE HAS AN OPPOSITE EFFECT, RIGHT?
CORRECT!
MAYBE I SHOULD JUST RELAX AND ENJOY MY NEW HOME... HMM, DAMP STONE WALLS COULD BE IN THIS YEAR... THINK TOTALLY COOL THOUGHTS...
...THEN MAYBE THE REVERSED ENERGY WILL FORCE THE BLOCK TO BURST!
KABOOM!
I SHOULD HAVE KNOWN EVEN THE RETRO BLOCK WAS NO MATCH FOR SONIC!


FRANKLY, METAMORPHIA, I'M SO COOL I SURPRISE EVEN MYSELF. STILL, I CAN LIVE WITH IT!
OH, DON'T BE SUCH A SMUG HERO!
CRASH!
I'M NOT BEATEN YET!
SHE'S MUTATED INTO A ROCKET! I'M ALMOST IMPRESSED!
WHOOOSH!
SHE'S FAST, BUT HER VAPOUR-TRAIL IS EASY TO FOLLOW!
STOP
SHE MUST HAVE LANDED AROUND HERE BUT SHE COULD HAVE CHANGED INTO ANYTHING!
SONIC! OVER HERE!
TAILS! I THOUGHT I TOLD YOU TO STAY IN THE EMERALD HILL ZONE!
SINCE WHEN WERE YOU MY KEEPER! I'M HERE TO HELP YOU, SO BUTTON IT, SPIKEY!
OK, SO HELP AWAY!

IF IT'S A SHAPE-CHANGING CREATURE YOU'RE AFTER, I'VE JUST SEEN SOMETHING CHANGE FORM FROM A ROCKET INTO A THISTLE! IT'S OVER THE EDGE OF THAT CLIFF!
I'D BETTER TAKE A LOOK, THEN!
NO SIGN OF A THISTLE, TAILS!
TAKE A CLOSER LOOK, BLUEY!
TAILS WAS NEVER THAT IMPUDENT... METAMORPHIA!
AAIIEEE! MY TAILS AREN'T MAKING ME FLY! FALLING...
BAD LUCK METAMORPHIA! IMAGINE HAVING TAILS' FORM, WITHOUT HIS FLYING SKILL!
SONIC RETURNS TO AMY AND THE REAL TAILS...
HMPH! ON YOUR OWN, SONIC? DID YOUR NEW GIRLFRIEND CHUCK YOU?
NO, ACTUALLY SHE FELL FOR ME IN A BIG WAY!
... BUT SHE'S JUST AN OLD FLAME NOW!
MEANWHILE, METAMORPHIA HAS ASSUMED A FIREPROOF FORM AND SURVIVED!
I'LL BE HOT ON YOUR TRAIL, SONIC... THEN YOU WON'T BE SO COOL!
NEXT ISSUE: THE PRETENDER.

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. Reviewer this issue: *Vincent Low*.

MD Mega Drive | MCD Mega CD | MS Master System | GG Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

ART OF FIGHTING

game type: FIGHTING
1-2 PLAYERS

All you *Neo Geo* arcade machine fans out there will recognise this title. **Art of Fighting** is a hot fighter that was originally released on the *Neo Geo* arcades around a year ago. It's since been updated by **Art of Fighting 2**, but the original still remains a firm favourite with fighting fans.

You have to battle your way across town taking on mean and vicious fighters in your quest to save Ryo's sister who has been kidnapped by an evil gang. It is a one or two player game and you have to defeat your opponent in a set time limit and over three rounds to get to the next battle. There are some very tasty interludes between battles and you get to work your way through three different bonus rounds, each one requiring different timing and martial art skills.

Art of Fighting has been designed to work with either 3 or 6 button pads, the 6 button pad offering more moves and a special taunt feature. This Mega Drive version is a very close conversion of the coin-op with the same very colourful and detailed style of graphics across nine levels. The sound is fair but lacks the ooomph of the arcade original. -VL.

FAST FAX

PUBLISHER: SEGA
PRICE: To be confirmed

GRAPHICS 85
SOUND 70
PLAYABILITY 75

RAVES: Well presented.
GRAVES: Limited Moves and Depth.

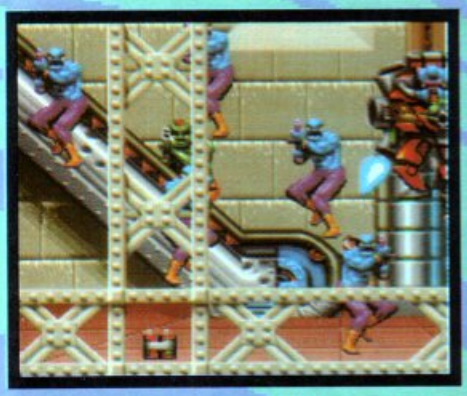
OVERALL 75%

BODY COUNT

game type: SHOOTING
1-2 PLAYERS

Until now Sega have been guilty of neglecting its *Menacer* light gun, so it's three cheers for the release of **Body Count**. As its title suggests **Body Count** is an out and out shooter. You take the role of protector and have to shoot aliens, bosses and blast their vehicles as you battle across different landscapes.

In order to play you have to place a cursor accurately over the aliens and goodies that fly across the screen, and then proceed to hit the trigger. There are plenty of weapons to choose from including grenades. The major problem is your limited ammo, which you have to keep topping up



by using spare magazines that float across the screen (beware, they only appear occasionally). Options include three levels of difficulty, a choice of gun and missile buttons, plus a two-player mode. With this function one player uses the *Menacer* and the other a joypad. This is great fun and adds a whole new dimension to the game. You both get to shoot for those points and boy, does the screen fill up!

Body Count is an absolute blast! The action never stops and you are guaranteed a very, very sore trigger finger and aching arm at the end of play. The graphics are dazzling and the sound effects and music just keep pumping away!

FAST FAX

PUBLISHER: SEGA
PRICE: £40.00

GRAPHICS: 80
SOUND: 75
PLAYABILITY: 75

RAVES: Heavy duty action
GRAVES: Your arm gets mighty tired.

OVERALL: 75%

McDONALD'S TREASURE LAND

game type: ACTION
1 PLAYER

McDonald's Treasure Land is produced by the Japanese company Treasure who have also written *Gunstar Heroes*, which featured some stunning presentation.

You could say that the format at the beginning of **Treasure Land** is akin to putting together a burger: you have the meat (or veggie burger!), but what's required is the cheese and a bun! Only in this game Ronald McDonald starts off with one section of a treasure map. His mission therefore is to battle his way through Treasure Land searching for the missing pieces.

To help Ronald on his way he is aided with a special scarf that can be used to hook himself up to platforms. He gets to wander around stages zapping nasties and bosses with the aid of magic dust. To help increase your score there are plenty of gold bags littered around. There is also a password option and a choice of three difficulty levels.

Treasure Land has been pitched at a younger audience but still has enough variety and action to keep more experienced players entertained. It also features some of the best graphics and sound to be found on the Mega Drive. Overall, this is a classy game and one that will keep you hungering for more! This is one bun-fight you may well relish! - VL.

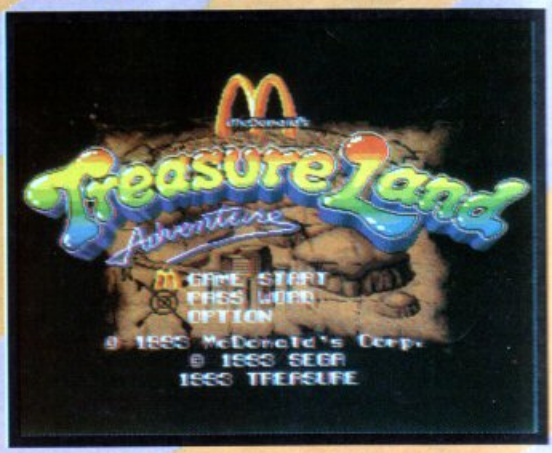
FAST FAX

PUBLISHER: SEGA
PRICE: £45.00

GRAPHICS: 80
SOUND: 80
PLAYABILITY: 80

RAVES: Great looking game.
GRAVES: Lacking in depth.

OVERALL: 80%



STREETS of RAGE
SKATES' STORY PART 6
Script: Mark Millar Art: Peter Richardson Lettering: Tom Frame
OFF THE CITY COAST. MIDNIGHT.
BLAZE! ARE YOU OKAY?
NEVER MIND... WHERE'S SKATES?
THEY SAY THAT JUSTICE IS DEAD.
THAT THE CITY DESTROYS EVERYTHING GOOD.
THEY SAY EVIL ALWAYS WINS.
PLEASE! I...I DON'T EVEN KNOW YOUR NAME!
BURN IN HELL, FATMAN!
TONIGHT, SKATES PLANS TO EVEN THE BALANCE!

ATTENTION! THIS IS THE POLICE!
PUT DOWN YOUR WEAPON AND PUT YOUR HANDS ON YOUR HEAD!
THERE WILL BE NO FURTHER WARNING!
SKATES! DON'T SHOOT!
MR X HAS ALREADY DESTROYED ONE LIFE! DON'T LET HIM DESTROY YOURS!
DON'T KILL ME, BOY! FOR GOD'S SAKE—
DON'T...

AW, MAN...
I MUST BE GOIN' SOFT!
...APPEARED IN COURT TODAY WHERE HE WAS ACCUSED OF MURDER, EXTORTION AND VARIOUS COUNTS OF KIDNAPPING.
GET THAT CAMERA OUTTA MY FACE!
A DISK CONTAINING INFORMATION WHICH LED TO THE ARREST OF FIFTY POLICE OFFICERS, WAS FOUND TODAY.
LIEUTENANT MURPHY, THE POLICE DEPARTMENT MEMBER WHO COMPILED THE DISK, WAS LATER FOUND MURDERED. HIS ORIGINAL DISC WAS DESTROYED IN AN EFFORT TO WITHHOLD THE FACTS, BUT...
YEAH... I MADE A BACK-UP COPY OF THE DISK.
MY POP SAYS IT PAYS TO BE ORGANISED.
LIEUTENANT MURPHY'S STEPSON HANDED THE DISK OVER TO THE DISTRICT ATTORNEY. REPORTERS ASKED IF HE PLANNED TO FOLLOW IN HIS STEPFATHER'S FOOTSTEPS...
CNN

BECOME A COP! LIKE MY DAD?
IN THIS STINKING CITY?
YOU GOTTA BE KIDDIN'!
LATER...
HARRY FEINSTEIN
MUGSY MORAN
JOE CAPALDI
CRIME IS A CANCER IN THIS CITY. WE'VE BEEN TACKLING THE SYMPTOMS BUT WE WANT TO CUT OUT THE DISEASE.
THESE CREEPS ON THE WALL ARE THE MOST NOTORIOUS CROOKS ON THE STREETS AND IT'S TIME WE TOOK THE WAR TO THEM.
WE CAN USE ALL THE HELP WE CAN GET!
ARE YOU INTERESTED IN JOINING US?

I HATE COPS BUT YOU GUYS ARE PRETTY COOL.
OKAY, I'LL HELP YOU OUT...
YOU'LL KNOW WHERE TO FIND ME...
ON THE STREETS!
HAZCHEM
THE END - FOR NOW!

NEWS Zone

Newshound: *Garry Penn.*

SEGA UNVEILS MEGA DRIVE 32X

FIRST LOOK AT SEGA'S EXCITING NEW POWER BOOSTER

Here's a first look at Sega's Mega Drive 32X, the power-boosting add-on set for release later this year at a price of around £150.

The initial batch of compatible titles will include **Virtua Racing**, **Doom** (a 3D shoot-'em-up converted from the IBM PC compatibles hit) and **Super Star Wars** (converted from the arcade machine).

All are 24 megabit cartridges and likely to sell for the same price as the average Mega Drive cartridge (approximately £40).

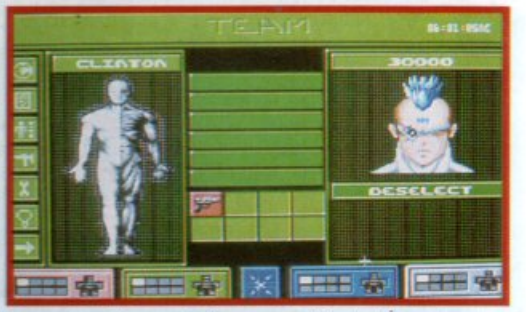
Sega's 32X: taking the Mega Drive into tomorrow.

BULLFROGS MEAN BUSINESS

WELCOME TO THE EXPLOSIVE WORLD OF INDUSTRIAL ESPIONAGE

Bullfrog Productions, the team behind *Populous* and *Powermonger*, are bringing their award-winning Amiga and IBM PC compatibles release **Syndicate** to the Mega Drive.

Syndicate is set in a nightmare future where money has proved itself to be the root of all evil. Successful businesses have mutated into huge criminal organisations, each one intent on shifting the balance of world power in its favour.

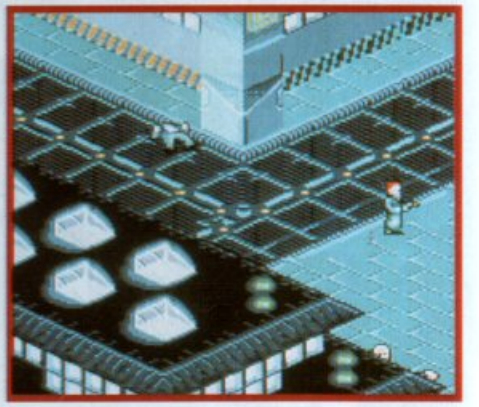


Heavy levies imposed on the population are used to build awesome weaponry to keep the people under control and suppress the growth of rival syndicates.

The player joins a syndicate with the ultimate goal of taking control, but first a career must be carved out at the expense of the opposition. Inside the surprisingly detailed 'living' environment, the wealth of hot hardware at your disposal includes machine guns, rocket-launchers and flame throwers.

Anyone familiar with the original renditions of **Syndicate** will be pleased to discover that the Mega Drive version features 50 new cities and missions presenting a fresh challenge for all. **Syndicate** will be released through Ocean in October.

Incidentally, work has just begun on a Mega Drive conversion of Bullfrog's critically acclaimed IBM PC compatibles release **Theme Park**. This simulation of building and maintaining a successful theme park, with all the rides, amusements and stalls you'd expect to find at parks like Disneyworld and Alton Towers, is not in the least bit as serious as it might sound. **Theme Park** should appear early next year and we'll be keeping you posted on future developments.



Syndicate: *doing business has never been such fun!*

THE BIGGEST EVER MEGA DRIVE CARTRIDGE!

MEGA DRIVE SUPER STREET FIGHTER II SET FOR RELEASE THIS AUTUMN

Yes, it's true: CapCom is putting the finishing touches to a Mega Drive version of its latest (and some say greatest) arcade incarnation of **Street Fighter II**. To ensure that the conversion is as accurate as possible, the cartridge will be the first ever to use a whopping 40 megabits (that's 5 megabytes) of memory (the conversion of the original *Street Fighter II* came on a 24 megabit cartridge).

All the characters from **Street Fighter II** feature in this new Super rendition, but their appearance and moves have been modified. There's more detail, more animation, new backgrounds, more bonus points on offer for combination moves, and four new characters with their own moves: Deejay (who loves to shake his maracas), Cammy (a British lass with a beret, pigtails and camouflage outfit), T-Hawk (a red Indian) and Fei Long (a Bruce Lee look-alike from Hong Kong).

Unique to the Mega Drive conversion are special tournament options, plus a cheat for turbo mode (the absence of speed was the biggest criticism of the arcade original).

Work on **Super Street Fighter II** for the Mega Drive is coming to a close, which means it could be released as early as late August - and for only (only!) £59.99 which is surprisingly low in the wake of *Virtua Racing's* high price tag.

Out of the blue: the all-new, all-singing, all-dancing ***Street Fighter II.***

A MIXED BAG FROM MICROPROSE

THREE DIVERSE RELEASES FROM THE SIMULATION KING

For over ten years MicroProse has made a name for itself as the company behind many award-winning simulations of cutting-edge military hardware — but only for home computers. Things have been a little too quiet on the Sega front for our liking, but that's due to change with the arrival of a mixed bag of new Mega Drive releases.

First up is **F-15 Strike Eagle II** which puts you in the seat of (you've guessed it!) an F-15 fighter, taking on unfriendly forces through missions spread across the world's hot-spots. Anyone overwhelmed by the heavy-duty simulation side of the Amiga or IBM PC compatible versions can breathe more easily, because this new Mega Drive incarnation features far more arcade action. **F-15 Strike Eagle II** also boasts a host of different camera views to bring home the full effect of aerial combat, and it should be available by the time you read this.

Time itself is distorted beyond all recognition in **The Chaos Engine**, converted from the critically acclaimed Amiga original by The Bitmap Brothers (of *Speedball 2* and *Xenon 2: Megablast* fame). **The Chaos Engine** is a time-twisting device that must be destroyed, but first one or two players have to blast their way through 16 levels full of bizarre beings, potent powerups, treasures, secret rooms and short-cuts. Despite being available on import in recent months, **The Chaos Engine** for the Mega Drive isn't officially released in the UK until this month.

Finally, there's **Tinhead**, a run 'n' jump romp with a difference: the main character is a robot trapped in a cute, arcade world. Fun equipment to collect along the way includes Space Hoppers, jet packs, and a handful of increasingly powerful guns. **Tinhead** is released in September.

SEQUEL FEVER

Are you sick of sequels and series games, or are you a serious, sequel addict? The STC 'doctor', Christopher Jones, dons his white coat and mask to investigate.

The original *Star Trek* movie generated five sequels. *Lethal Weapon*, featuring cop buddies Mel Gibson and Danny Glover, spawned a trilogy. This passion on behalf of Hollywood for sequels is easily explained. When you've discovered a super successful formula for making monster movie hits why risk producing something new? The same is true of those megabyte maniacs from the computer games companies. Series of games and sequels mean that Electronic Arts' **John Madden American Football** has had three outings, and **Sonic**, Sega's lovable blue hedgehog, now stars in **Sonic 3**.

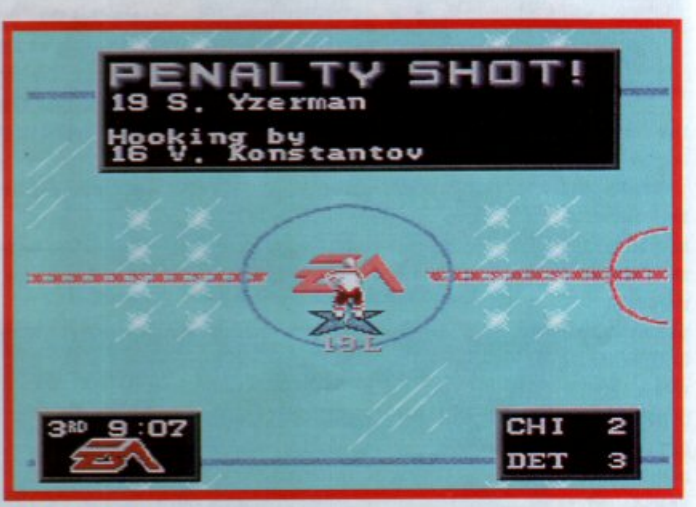
Every year hundreds, if not thousands of console games are launched into the games playing galaxy with a starburst of hype and eye-catching advertising. It's hard to tell though which ones will emerge as the king/queen cartridges in any one year's crop.

Ecco the Dolphin, Sega's groovy, ecological, porpoise was one of 1992's most popular games. Hailed as brilliantly original by many reviewers, it still didn't outsell a certain sneaker-wearing hedgehog and his foxy friend Tails. That year **Sonic 2** shattered all sales records. Even though **Ecco the Dolphin** was fresh and original it was beaten out of sight by the sequel to the classic **Sonic 1**.

Ecco The Dolphin

Perhaps the most obvious use of the series of games format comes from the sport sim champs, Electronic Arts. Both their **John Madden** and **NHL Hockey** games have evolved through three different versions to become the ace, pigskin-throwing and puck-slapping sports cartridges that we love; but how different are the newer versions? A look at the way **NHL Hockey** has changed over its three lives reveals the value of series updates.

NHL Hockey: The first version was a fine game. International teams battled it out for the world championship. The action was frenetic. Fights broke out between the players on the ice creating little boxing matches under your control. Action replay mode was available as were one and two player functions. However, the goalkeepers were a bit weedy and could be pushed into the net with the puck.



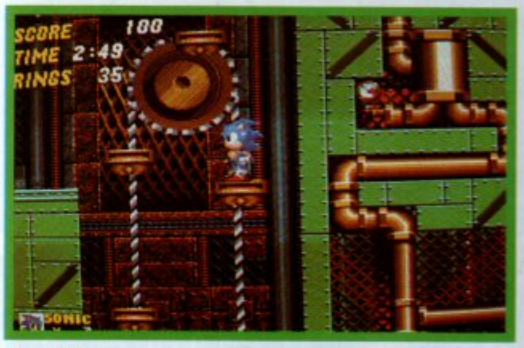
NHLPA Hockey 93

NHLPA Hockey 93: This sequel had all the good points of the first edition. However, it also featured actual players from the American league. In came superstars in a team with signature moves such as the Kevin Stevens slapshot. Also the ability save and edit customised team lines put you in the position of a manager trying to win your way to the play-offs. Arenas were brought to life with organ music and home advantage. Finally, goalkeepers were made more aggressive with the computer opponent being harder to beat.

NHL Hockey 94: This latest version contains all the 93 add ons, and is updated it with EA's 4-Way Play system that allows two players to take to the ice on each side. A dozen or so minor enhancements have also been made including manual control for the goalkeepers, volley shots that whistle into the net, new moves that can foul your opponent and the drama of penalty shoot outs. In summary, **NHL Hockey 94** has come on in leaps since the first game, but really all the add-ons exist around the same basic format.

Initially, all you console jockeys out there couldn't get enough of the latest and greatest versions of your favourite games. However, with games now re-worked and updated more frequently, two questions need to be asked. Firstly, are today's sequels and series games all they're cracked up to be, and secondly, is what they offer value for money? To find out STC spoke to some serious, videogame customers in the game arcade of London's Tower Records.

Ecco The Dolphin: MD



Sonic 2: MD

Gargan Kumar, aged 12 from London said: "I try to buy a game every five or six weeks and don't mind buying sequels or continued games. Me and my friends get too good at games and need new ones to play on. I've got all the **Sonics** and have just bought **NHL Hockey 94** which is an improvement on the first game".

However, David Stephens, aged 13, and a Mega Drive owner from Kent, was less enthusiastic about the idea of sequels. He said: "I don't know why they [games companies] don't make games that last longer. To keep updating them is wrong as they are very expensive. They could make mega-games that have *everything* in them so you don't need to buy the same game a few times".

According to Adam Knight from London, also aged 13: "... some sequels are worth it but some are a rip-off and don't have much new on offer. The sports games hardly change. I'd rather buy original games anyday".

Whatever your views, it seems sequels and series of games are here to stay. You may complain about why the games makers can't put all the features into one mega-game, but the fact is that sequels and series of games still sell. Industry insiders put the phenomenon down to the fact that "The games players are often too good for our games. They either master them or solve them quickly and therefore need new challenges".

Sonic 2: MD

Clearly, what is called for are *original* sequels with stacks to do or you clever lot out there will whip the games too quickly. **Sonic 3** measures up here according to Chris Bieniek, an editor on US games magazine *Videogames*. He commented: "The designers have taken the traditional platform game and added so much that there's a lot hidden in the game that players won't find for weeks or even months".

Sounds just like what Megadroid did with the traditional comic format!

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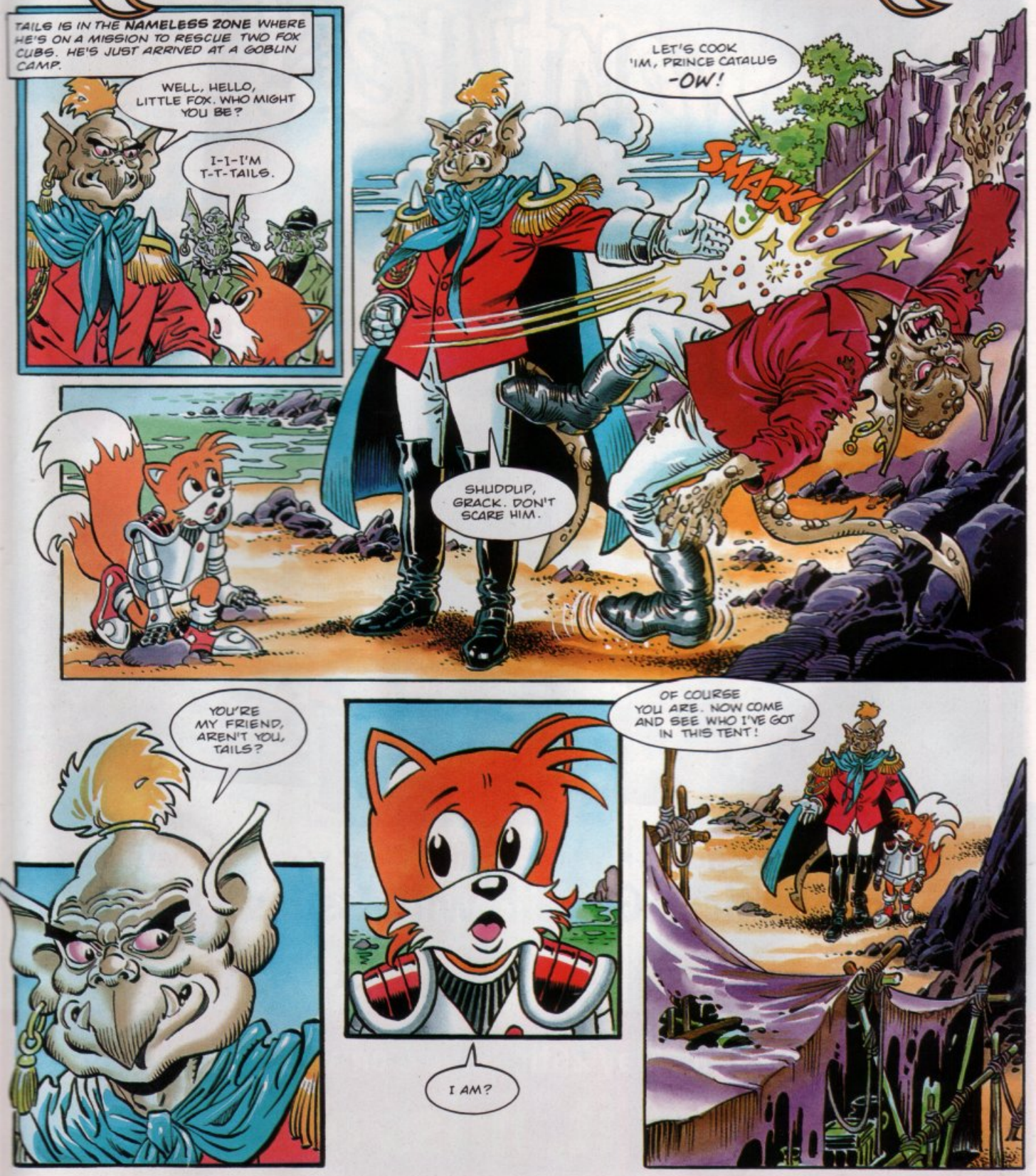
0619 00555

Tails

The Morbidden Hunt Part 3

Script: Mark Eyles
Art: Casanovas/ John M. Burns
Lettering: Elitta Fell


TAILS IS IN THE NAMELESS ZONE WHERE HE'S ON A MISSION TO RESCUE TWO FOX CUBS. HE'S JUST ARRIVED AT A GOBLIN CAMP.
WELL, HELLO, LITTLE FOX. WHO MIGHT YOU BE?
I-I-I'M T-T-TAILS.
LET'S COOK 'IM, PRINCE CATALUS
-OW!
SMACK
SHUDDUP, GRACK. DON'T SCARE HIM.
YOU'RE MY FRIEND, AREN'T YOU, TAILS?
I AM?
OF COURSE YOU ARE. NOW COME AND SEE WHO I'VE GOT IN THIS TENT!

HELLO, TAILS! I HOPE YOU HAVEN'T COME TO RESCUE US!
WE DON'T NEED RESCUING. WE LIKE IT HERE. PRINCE CATALUS LETS US STAY UP AS LATE AS WE WANT!
AND WE CAN DRINK AS MUCH LEMONADE AS WE LIKE AND HE EVEN LETS US PLAY WITH HIS SWORD!
CHUNK!
THEY'RE GOING TO HELP ME PLAY A TRICK, TAILS. DO YOU WANT TO HELP ME PLAY A TRICK, TOO?
IT'S ALL RIGHT. PRINCE CATALUS ISN'T A NASTY GOBLIN.
YOU MUST THINK I'M REALLY STUPID. A FRIENDLY GOBLIN?
I'M SURE YOU'RE NOT STUPID, TAILS. I'VE GOT WORK TO DO NOW, SO I'LL LET JIMMY AND JILLY EXPLAIN THINGS.
PRINCE CATALUS IS THE BROTHER OF THE GOBLIN QUEEN. HE'S TAKING US BACK TO CASTLE MORBIDDEN TO PLAY HIDE AND SEEK WITH HER.
EXCEPT WHEN WE GO TO HIDE HE'S GOING TO HIDE US SO WELL THAT SHE WON'T BE ABLE TO FIND US. ISN'T THAT A GOOD JOKE?
IT IS? OH DEAR. IF ONLY SONIC WERE HERE. HE'D KNOW WHAT TO DO.

LATER—
HERE WE ARE! CASTLE MORBIDDEN!
HURRY UP AND DON'T FORGET WHAT I TOLD YOU TO DO WHEN WE PLAY 'HIDE AND SEEK'. OH, AND BY THE WAY, QUEEN VULPECULA CALLS HIDE AND SEEK 'FOX HUNTING'.
IN QUEEN VULPECULA HUNTAR'S THRONE ROOM.
BIT SMALL, AREN'T THEY?
SHUT UP, LIEMOULD. THEY'RE PERFECTLY LOVELY!
I WANT TO START THE FOX HUNT NOW.
YOU FOXES, MAKE SURE YOU GIVE ME GOOD SPORT. RUN AWAY AS FAST AS YOU CAN. MY SECRET POLICE RED JACKETS WILL BE HELPING ME CHASE YOU, BUT THEY WON'T TOUCH YOU 'TIL I CATCH UP.
I'LL GO AND MAKE SURE THE CORRIDORS ARE CLEAR, DEAR SISTER. DON'T FORGET WHAT I TOLD YOU TAILS, JILLY AND JIMMY.
RUN AWAY, LITTLE FOXES. LET THE HUNT BEGIN!
I DON'T LIKE THIS GAME ANYMORE, TAILS.

DON'T WORRY. ALL WE HAVE TO DO IS FIND THE HIDING PLACE PRINCE CATALUS TOLD US ABOUT.
OH, DEAR.
ALL THE DOORWAYS LOOK THE SAME.
I CAN SEE YOOOUUU!
SHE'S FOUND US!
DEAD END!
THREE LITTLE FOXES CAUGHT IN A HOLE!
LEAVE US ALONE OR YOU'LL BE-GULP-SORRY!

NEXT ISSUE: FOX PIE?

Q Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the Q Zone for hints, tips, and help with your favourite Sega games.

Q&A Special

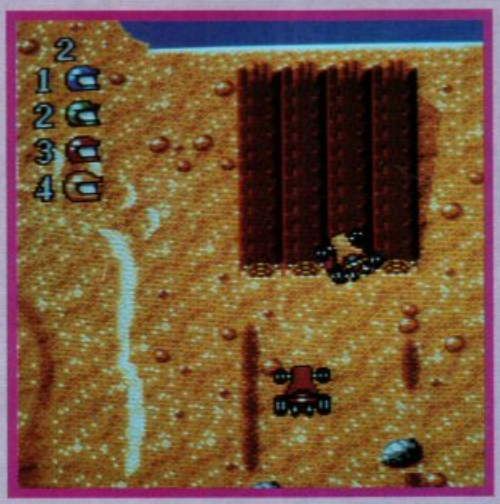
MEGA DRIVE MD

Welcome to another Q & A Special. STC's Game Guru, David Gibbon has racked his micro chip to come up with solutions to your game problems. If you have a game query or question drop us a line marking the envelope Q-Zone.

MICRO MACHINES

Q: I have a complaint to make! In STC 13 you printed a cheat for infinite lives on the Mega Drive version of *Micro Machines*. Well, I'm sorry to say it doesn't work! What am I doing wrong?
Jessica Jones, Camberley, Surrey.

A: Those gremlins have been getting into the workings of STC again, Jessica! With all the cheats that need to be worked out for STC it's easy to make a genuine slip-up and I am afraid this is what happened in Issue 13. Two of the key presses were missing, but the correct version, you'll be glad to know, is printed below.



Start playing the game, and when the cars are moving, press Start to pause. Now, press B, Down, C, Down, Up, Down, Left then Down on the joypad. Press Start to unpause the game and you'll have infinite lives.

FANTASTIC DIZZY

Q: I have recently bought *Fantastic Dizzy* for the Mega Drive, but I desperately need help to get past Shamus the Leprechaun. Any tips would be greatly appreciated.
James Read, Twickenham, Middlesex.

A: Well James, the solution is somewhat long-winded, but here goes:-

Before you do anything you need to make some medicine for Grandpa Dizzy, who in return will give you a Dragon egg. To do this, start off by collecting the Mushroom and the Spanner in the Countryside level. Now, go back to the tree houses and find and collect the Star Plant and Medicine Bottle. Take these and go to Grandpa's house where you should place all ingredients into the Cauldron. You will then receive the medicine which you'll give to gramps, who will then give you the Dragon egg in return. Once you have the egg you can make your way to the Diamond Mines where you will eventually come face-to-face with a fire-breathing Dragon. Give him the egg and he will let you collect the Golden Shamrock. Pick this up and take it to the Grasslands where, if you hand it to Shamus, he will let you past. Phew! I hope you've taken all that in.

SONIC 3

Q: I recently bought *Sonic 3* for the Mega Drive but have been unable to get very far, especially on act 2 of the Carnival Zone. Please help.
Daniel Robertson, Maldon, Essex.
David Thomas, Romford, Essex.

A: As expected, questions are already pouring into STC about *Sonic 3*. I got stuck on the Carnival zone on act 2, but persistence paid off and I managed to complete the game in the end. Tips on how to get through the Carnival zone are given below:-

Head right until you reach the spiralling mesh towers. Go right through, passing both towers until you get sucked up through a tube. If you wish to enter the special stage, head left when you're half-way up the tube, otherwise get sucked to the very top of the level. Once there, continue right and you'll reach the end. The obstacles on this level are as follows:-

Tips To conquer the obstacles on Carnival Night - Act 2:-

BALLOONS - these can either hinder or help your progress. The trick is to land directly on top of them which will cause the balloon to explode and throw you high into the air - thus helping you to get to higher platforms.

ROTATING DRUMS - These can cause much grief, but there is a knack to make them work in your favour. Stand in the centre of a drum and push up and down rapidly on your joypad. This will create large gaps, just big enough for Sonic to get through.

SPINNING WHEELS - these are handy when you need to blast-off in a particular direction. It's easier to get on them from the top, but if that's impossible hit them side-on at speed. Use the d-pad to get Sonic's legs moving and he'll stick to the wheel. Press the jump button to fly off.

FIRST BOSS - Jump away from the ball dropped by Robotnik and wait until he focuses his lightning on it. As soon as the beams disappear from view, Robotnik will descend to retrieve his ball - so attack him! Repeat this to win!

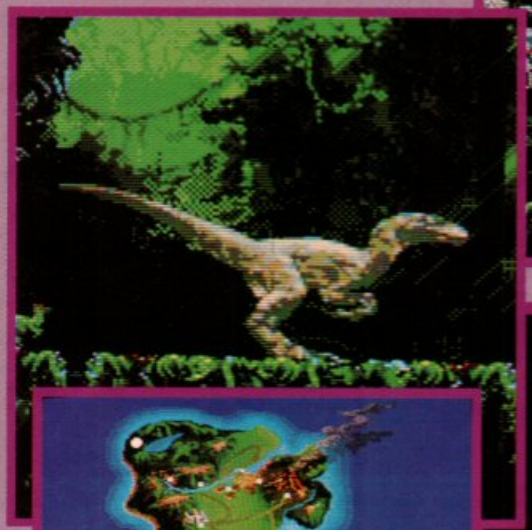
JURASSIC PARK

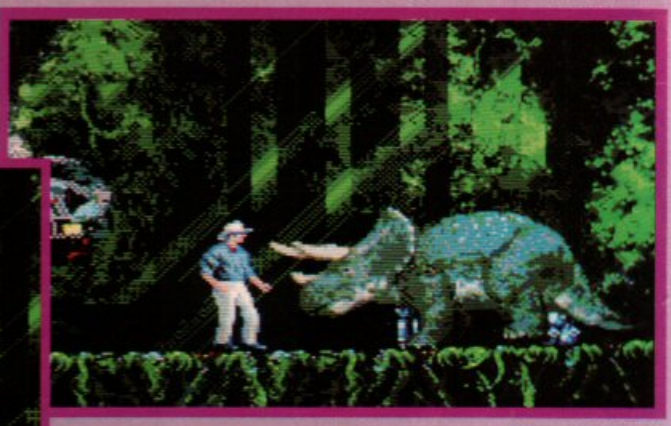
Q: On the Mega Drive version of *Jurassic Park*, how do you kill the Raptors on the last level?
Ryan McGuinness (no address). Andrew & Simon Fearn, Bradwell, Sheffield.

A: The following passwords and tips should be of use to help get past those hideous beasts in safety:-

Start off by entering the code which will get you straight to the last level - the Visitor's Centre - 021G00ZD. To give Grant maximum ammunition on the last level, enter this password immediately following the last one - CVVVVVU5.

The best advice for this level is to stay calm and proceed at a slow pace - remember there is no time limit. If a Raptor falls from the ceiling, just rocket him to death! Walk inch-by-inch, watching out for Raptors, and fire a rocket as soon as you spot one! Good luck!





SONIC SPINBALL

Q: I am having great problems with *Sonic Spinball* on the Mega Drive. I would be really grateful if you could print a cheat for the game.
Gary Cartlidge, Levenshulme, Manchester. Carl Jones, Stoke-On-Trent. Stephen Spence, Warminster, Wiltshire.

A: Lots of folk seem to be facing difficulties with Sonic's Pinball Game. Unfortunately, however, a cheat has not yet been discovered, but as soon as one is found Q Zone will reveal all to Sonic Boomers. As a consolation, here's some helpful tips for each of the four levels and bonus stages of the game:-

Level One - Toxic Caves

Sonic needs to pick up three of his valuable blue emeralds from these toxic dripping pinball caves. On the way, our blue hero can notch up a large score by performing an assortment of pinball manoeuvres and touching various switches. Of course, every level involves our hedgehog in the collecting of gold rings and this is no exception. When all three emeralds have been collected, the room to the boss will open, revealing that baddie we all know and hate - Doctor Robotnik!

Level One - Bonus Stage

Rebound the ball off the special dodgem car which Doctor Robotnik is driving, forcing it into the cylinders. They will explode and allow the animals to go free. It will require two hits to break the cylinders. Points can be picked up by smashing the ball into cylinders and sending the Doctor into a spin.

Level Two - The Boiler

The heat is on as Sonic knocks his way through this maze avoiding fiery cauldrons of lava with the help of steam propulsion and bouncing on birds. Accurate precision hitting is called for and it is advisable to follow the direction arrows on the table to reach the right places. Remember, you can give extra acceleration to the spiky hedgehog while getting out of tricky corners by holding down button B.

Level Two - Bonus Stage

The Doctor Robotnik-like creature from level one reappears here. Send the ba into his teeth and give the head a good rattling! Try and knock down the three markers at the back to get your score total soaring. Line your shots up on the paddle for an improved chance of success.

Level Three - The Robot Factory

Release the animals at the top of the level, which are being transformed by th Veg-O-Matic machine from cute little fluffballs into evil replicas of themselve Before you get there, be prepared to be pushed, shoved, thrown and even electrified to get your score up. There are a fair number of emeralds on this level, but you'll need to bounce around like crazy to find them. There's fast and furious pinball action in the centre of the level where Sonic has to open every pen to free more animals and find a well-hidden emerald!

Level Three - Bonus Stage

With a number of badniks around the table, you need to fire the ball straight them in order to dispose of them quickly. When they're all gone, you'll need t open the door to the cold prison-like chamber to release more of Sonic's friends from the captivity of Robotnik's twisted rule.

Level Four - Robotnik Escapes

The last and the hardest confrontation ends in a fight with Robotnik as he trie to escape from Sonic in his orange spaceship. The large maze of scaffolding the bottom of the screen takes a bit of working out before you can attempt to reach the Doc. The main problem is repeatedly firing Sonic into tight spaces t hit a switch which subsequently breaks a concrete block. Several of these blocks need to be smashed, so accuracy is essential. When the blocks are gone this usually means access to an emerald.

PIRATE S.I.C PART 3

F.I.B. INFORMATION FILE

THREE BOYS, A GIRL AND A CHICKEN CALLED DOG HAVE BEEN PULLED THROUGH THEIR TV BY TROUBLEMAKERS FEZHEAD & SKULL. NOW THE GANG MUST FACE **THE MISSION** – A DEADLY NETWORK OF VIDEO GAMES!

THE NEW ALBUM FROM M.C. SEAGULL DEATH ENTITLED OILY DEATH IS AVAILABLE IN LIMITED EDITION SPECIAL OIL COLOURED BLACK VINYL AND SHIMMERING SILVER OIL SLICK C.D.

YO!

WITH HIT SONGS 'MAKE ME TEA...HO' AND 'WEBBED FEET ARE MADE FOR WALKING'.

YO!

PLUS THE NUMBER ONE SINGLE, 'YO-HO'.

>PAUSE<

>PAU

SKUUULL! STOP WATCHING M.T.TV AND WATCH THESE FIGHTS... IT'S SCRAPVILLE CITY!

YO!

BUT HOW CAN YOU PLAY TWO GAMES AT ONCE?

TWO HANDS!

ONE HEAD!

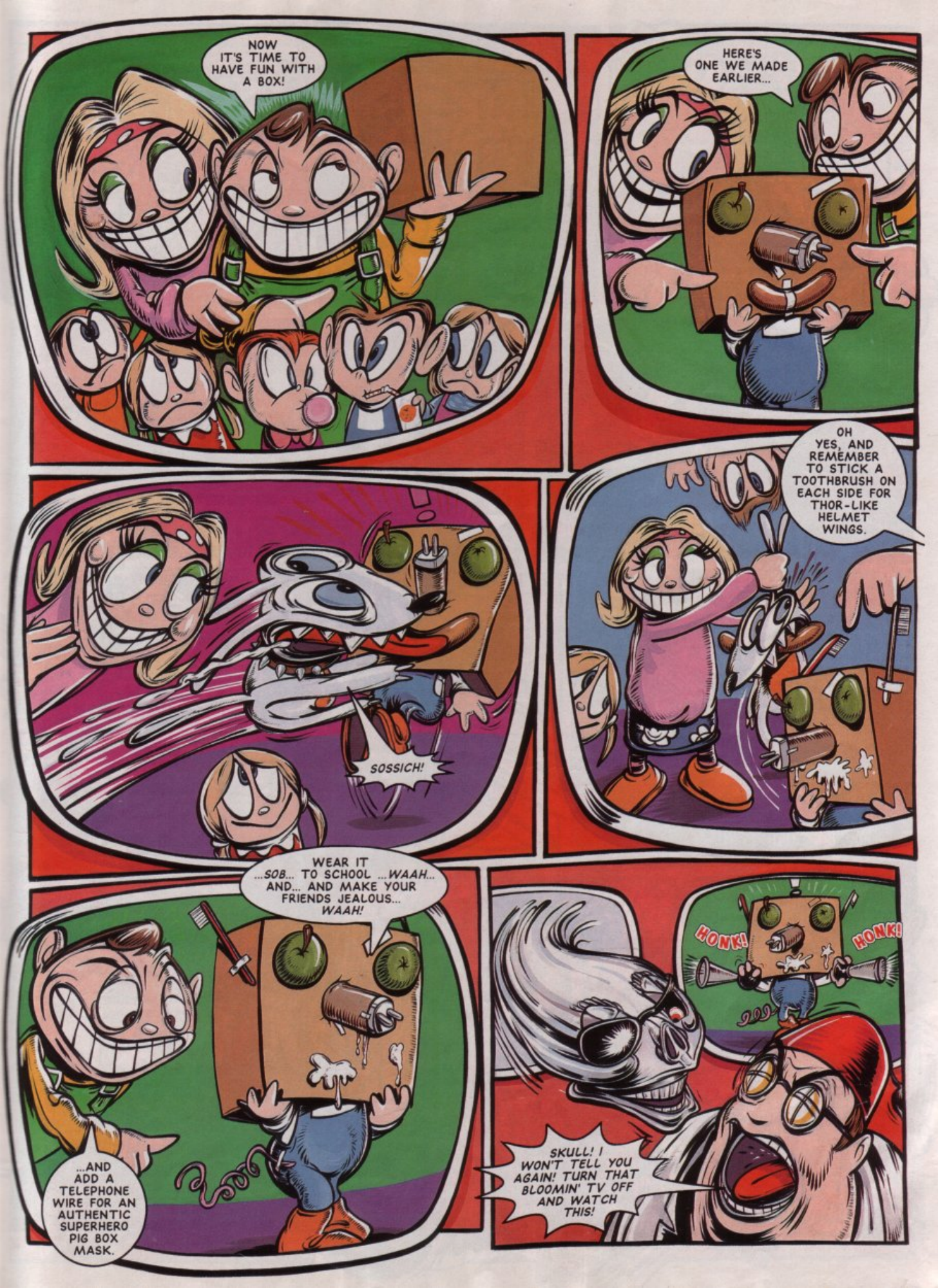
BUTT!

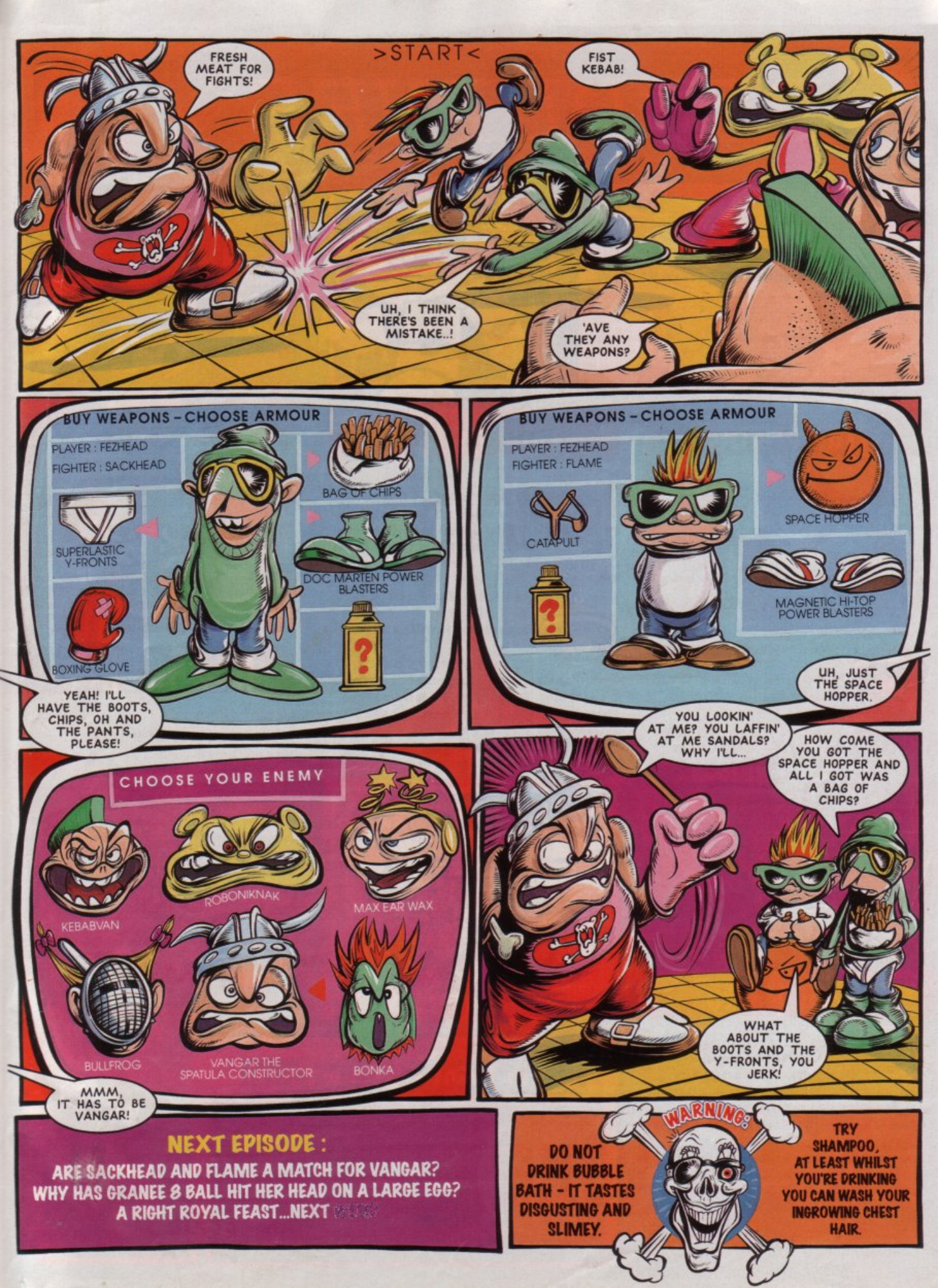
GAME ONE –

LET THE FUN BEGIN!

Script & Art: Stephen Bliss Lettering: Steve Potter

MMM... BUBBLE BATH... SLURP, SLURP!
>START<
SOMETHING'S OCCURRING!
COUGH!
SPOOOP!
THOK
UGH! SHE HIT ME! I'VE TURNED INTO... A BUBBLE BATH... CONTAINER!
>50 POINTS<
BAM!
CHEERS, LADY!
>50<
>50<
SPLAAAP!
>50<
THUK
LET'S GIVE HER A TASTE OF HER OWN BUBBLE-BATH...
SPLUUUBH!
GET DOWN!
SPLOOB!!
THOOK
>200 POINTS<
UGH!
SPLOOODGE


NOW IT'S TIME TO HAVE FUN WITH A BOX!
HERE'S ONE WE MADE EARLIER...
OH YES, AND REMEMBER TO STICK A TOOTHBRUSH ON EACH SIDE FOR THOR-LIKE HELMET WINGS.
SOSSICH!
WEAR IT ...SOB... TO SCHOOL ...WAAH... AND... AND MAKE YOUR FRIENDS JEALOUS... WAAH!
...AND ADD A TELEPHONE WIRE FOR AN AUTHENTIC SUPERHERO PIG BOX MASK.
HONK!
HONK!
SKULL! I WON'T TELL YOU AGAIN! TURN THAT BLOOMIN' TV OFF AND WATCH THIS!


>START<
FRESH MEAT FOR FIGHTS!
FIST KEBAB!
UH, I THINK THERE'S BEEN A MISTAKE..!
'AVE THEY ANY WEAPONS?
BUY WEAPONS - CHOOSE ARMOUR
PLAYER : FEZHEAD
FIGHTER : SACKHEAD
BAG OF CHIPS
SUPERLASTIC Y-FRONTS
DOC MARTEN POWER BLASTERS
BOXING GLOVE
YEAH! I'LL HAVE THE BOOTS, CHIPS, OH AND THE PANTS, PLEASE!
BUY WEAPONS - CHOOSE ARMOUR
PLAYER : FEZHEAD
FIGHTER : FLAME
CATAPULT
SPACE HOPPER
MAGNETIC HI-TOP POWER BLASTERS
UH, JUST THE SPACE HOPPER.
CHOOSE YOUR ENEMY
KEBABVAN
ROBONIKNAK
MAX EAR WAX
BULLFROG
VANGAR THE SPATULA CONSTRUCTOR
BONKA
MMM, IT HAS TO BE VANGAR!
YOU LOOKIN' AT ME? YOU LAFFIN' AT ME SANDALS? WHY I'LL...
HOW COME YOU GOT THE SPACE HOPPER AND ALL I GOT WAS A BAG OF CHIPS?
WHAT ABOUT THE BOOTS AND THE Y-FRONTS, YOU JERK!

NEXT EPISODE :

ARE SACKHEAD AND FLAME A MATCH FOR VANGAR? WHY HAS GRANEE & BALL HIT HER HEAD ON A LARGE EGG? A RIGHT ROYAL FEAST...NEXT WEEK!

DO NOT DRINK BUBBLE BATH - IT TASTES DISGUSTING AND SLIMEY.

TRY SHAMPOO, AT LEAST WHILST YOU'RE DRINKING YOU CAN WASH YOUR INGROWING CHEST HAIR.

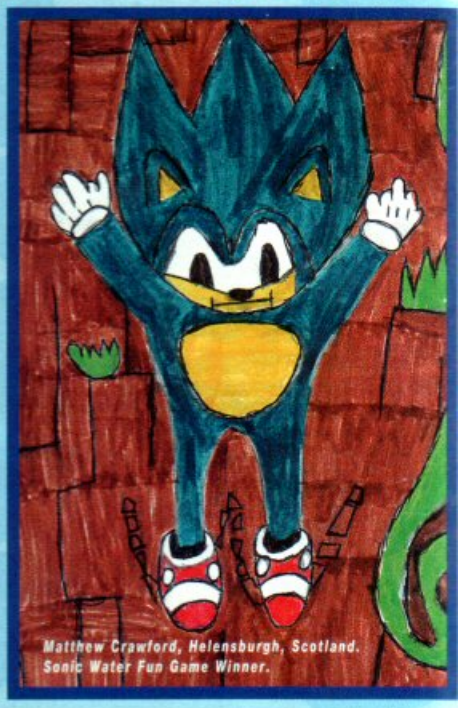
SPEEDLINES

Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



Matthew Crawford, Helensburgh, Scotland.
Sonic Water Fun Game Winner.

Mastermind

Dear STC,
1) What on earth (or Mobius) is an 'Echidna'?
2) What is the difference between an aardvark and an ant-eater?
3) What is the 'Bio-Key' which is mentioned in *Eternal Champions*?

Adam Smith, Broxbourne, Herts.
Mega CD owner.
Sonic Water Fun Game Winner.

1) Are you ready for this Boomers ... An Echidna (pronounced ekid-na) is the collective name for a porcupine, spiny ant-eater or 'Knuckles'!
2) The aardvark (or ant-bear) differs from the ant-eater in that it doesn't have the characteristic spiny coat.
3) The Bio-Key is a futuristic form of technology, combining biological and mechanical elements. Using this Bio-Key Technology, the Nakano Industrial plant is developing deadly weapons with state of the art bio-control, used to fight the Eternal Champions. Now, how about some difficult questions!

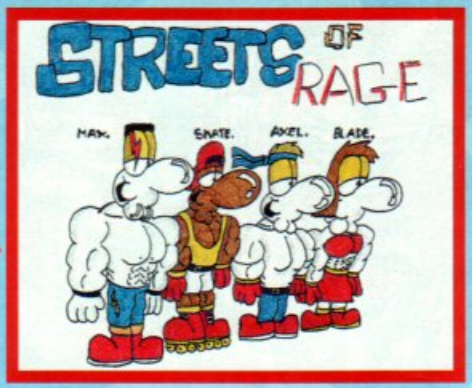
Tails Of Woe

Dear STC,

Contrary to what other STC readers may think, I feel that Tails should *not* be featured in his own strip. After all, it is Sonics, so if people insist on more Tails, why not make a Tails comic? At least I wouldn't have to spend my money on a lot of Tails junk!

Jenna Weedon, Toddington, Beds.
MS & MD owner.
Sonic Water Fun Game Winner.

Nasty, nasty, Jenna. It was due to a demand from STC Boomers which resulted in a Tails strip. Some 'Spiky' fans responded by demanding further Sonic strips, which is why STC will feature more stories from Sonic's World in the near future. All this backs up my theory that there's no pleasing the humes of your world!



Javier Cazot, Wilby, Northants. MD owner.
Sonic Water Fun Game Winner.

Hog And Bone

Dear STC,

Towards the end of last year I was admitted to hospital due to a relapse of leukaemia. My younger brother Martin donated some of his bone marrow and I underwent a transplant operation. While I was recovering I occupied my time by reading STC and I even managed to draw a picture of Sonic. *(See above).*

Matthew Crawford, Helensburgh, Scotland.
GG & MD owner.
Sonic Water Fun Game Winner.

Hope you're up and running as fast as Sonic these days, Matthew. It warms my circuits knowing that STC helped to cheer you up (and well done Martin for being such a right-on hume).

Mega Party

Dear STC,

My parents organised a special Mega Drive party for my last birthday. All the guests were requested to bring their Sega games with them and we all had a cool time swopping games.

Lindsay Whittaker, Warrington, Cheshire.
MD owner.
Sonic Water Fun Game Winner.

What happened to blind-humes-buff and cake swopping?

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

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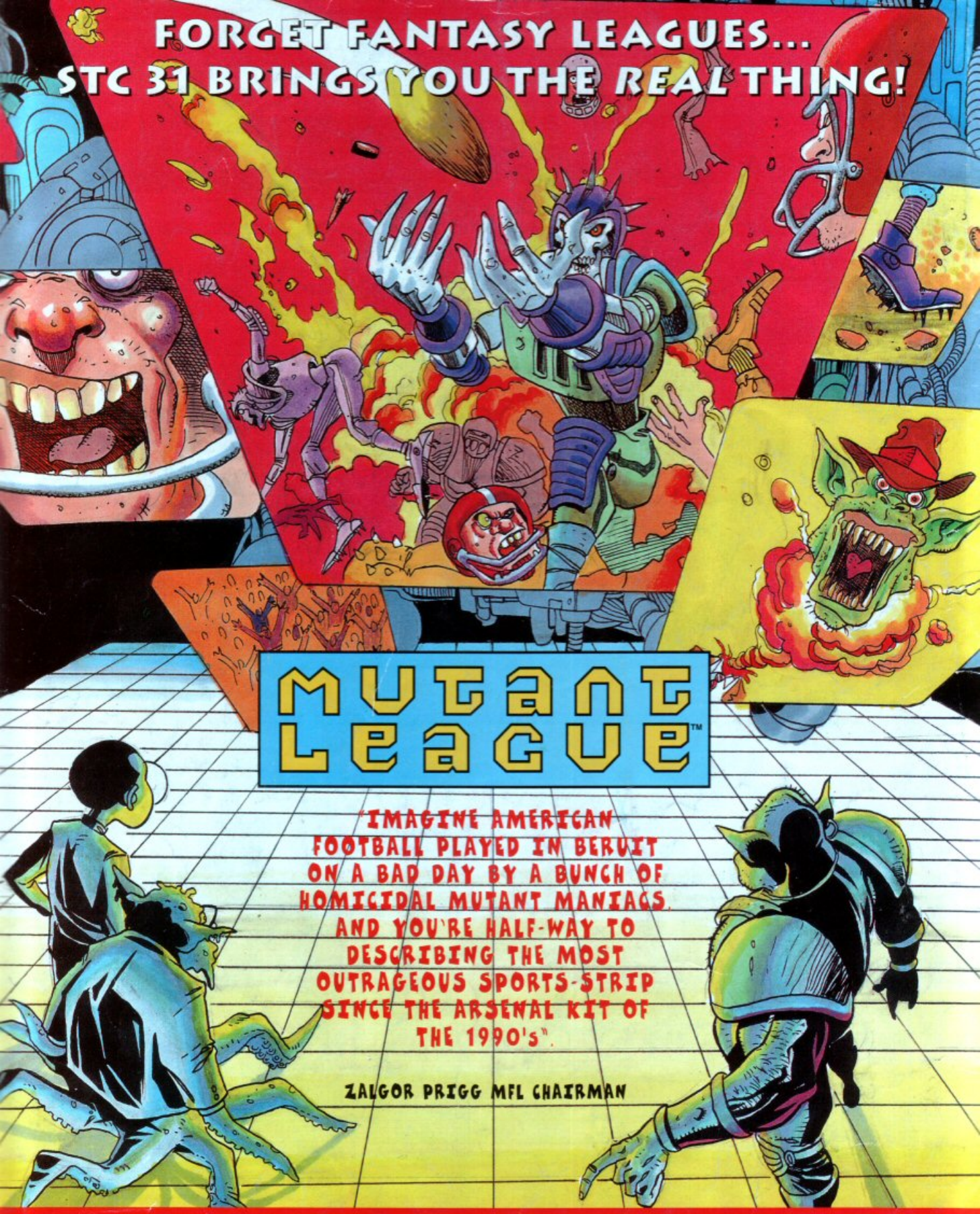
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